Understanding People Understanding Design

Alan Dix

Lancaster University
www.hcibook.com/alan

golden rule of design

understand your materials

the materials include people

who

- the user
- the designer
- the researcher yourself

sources

- standard literature and data
 psychology, sociology, ergonomics, etc.
- evolutionary psychology



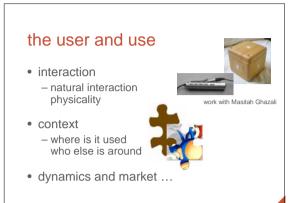
- common sense
- uncommon sense

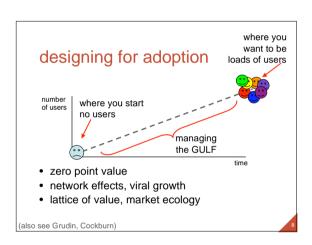


- interaction
- context
- market
- plus ...

designer you

user





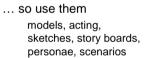


user designer

- process
- environment
- imagination
- creativity

understand the designer

multiple intelligences: social, physical, etc.





imagination connects

engineering creativity

- not handle turning but creating a place for creativity
- understanding creative processes
 work with Palexa Silva,
 Corina Sas and others
- - bad ideas, example transformation, critical transitions



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user designer

YOU

• a researcher is a person too

a researcher is ...

- Interested
- Active
- Confused
- Geek
- Optimist
- organised
- diligent
- insightful
- fluent

imagine ...



eShopping

- require plan a week's food in advance
- make people organised

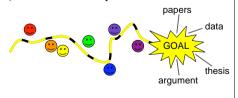
DAY	TIME	FOOD	QTY
Mon	7:45	grapefruit	1/2 tin
Mon	7:45	tea	cup
Mon	10:30	choc. bsct	3
Mon	10:30	coffee	2 cups



thnx: http://www.carolyn.topmum.net/tutbury/church/church.htm

why do it to yourself!

- the goal/outcome is fixed (sort of)
- the process involves you



don't say:

if only I were like X
I could reach my (research) goals

do ask:

given the way I am
how do I do things

